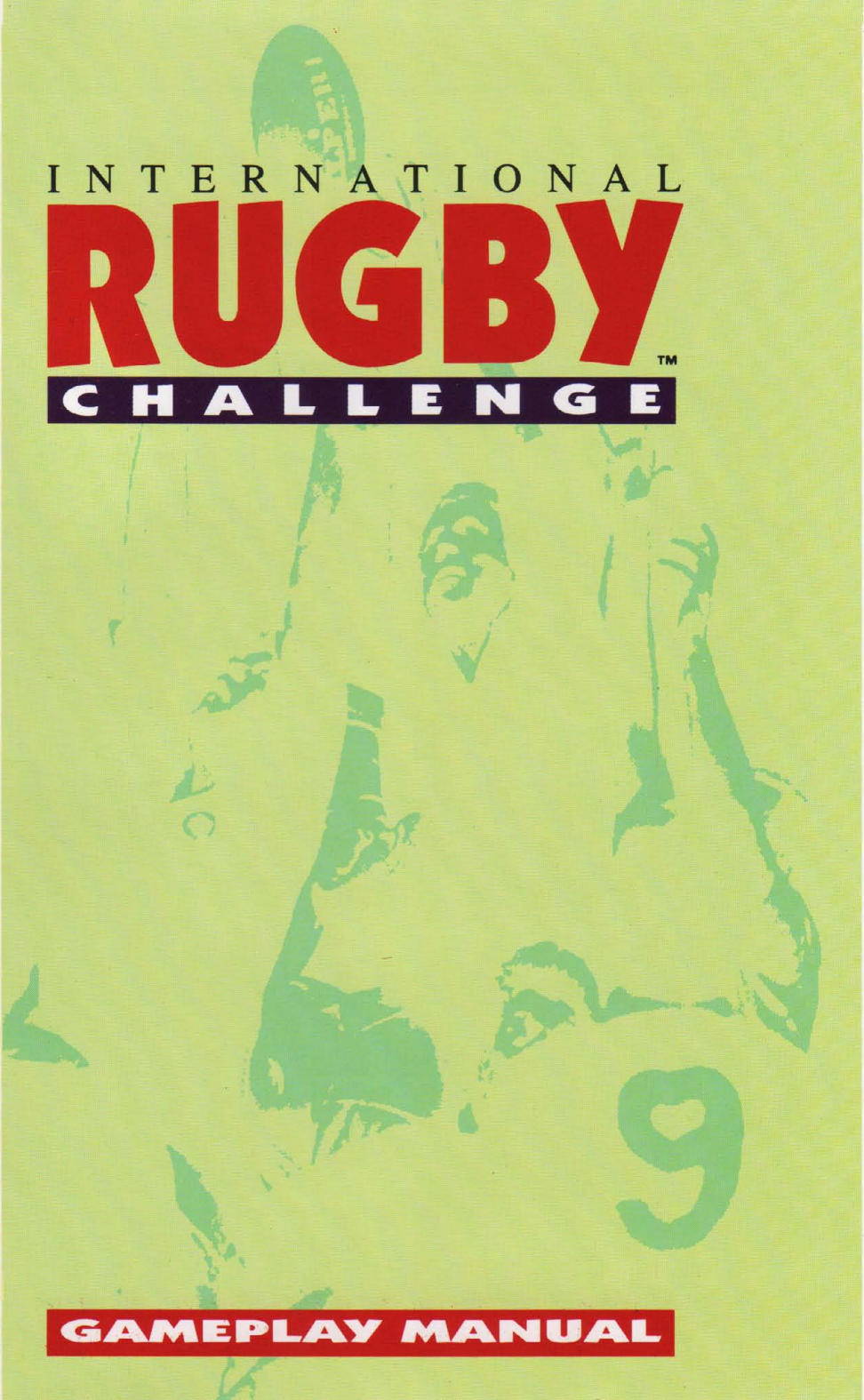
INTERNATIONAL RUGBY™ CHALLENGE



GAMEPLAY MANUAL

ENGLISH • FRANÇAIS

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1. INTRODUCTION

1.1 The Game

Rugby has often been described as 'a game for animals, played by gentlemen' - although whoever coined this phrase had obviously never seen England's hooker Brian Moore in the thick of the action.

Although it may seem a rather unusual sport to outsiders - for example, in which other game would you see a player applauded for kicking the ball off the field? - rugby has built up a huge following in the two centuries which it has been played, and now rivals soccer as the most popular team sport in the world.

Rugby is played by two teams of 15 players apiece, with each team divided into two separate sections: the forwards and the backs. Unlike most other team sports, rugby is unique in that it's probably the only game in the world where the forwards do the lion's share of defending and the backs are supposed to attack.

The forwards - the heavyweights of the team - consist of a hooker, two props, two locks, two flankers and a number eight. These positions are designed mainly for the 'scrum', a heaving mass of 16 interlocked bodies with the two hookers suspended at the centre by their respective props and expected to somehow kick the ball backwards.

The backs - known affectionately by their more burly teammates as 'the girls' - consist of a scrum half, an out half, two centres, two wingers and a full-back. You can always tell which members of a team are the forwards and which are the

backs by the respective colours of their shirts: the backs' shirts are usually a beautiful shade of their country's national colour, while the forwards' are invariably a mixture of muddy brown on bloodstains.

1.2 The History

Originated in the early nineteenth century at the famous Rugby school (as featured in Tom Brown's Schooldays) by one William Webb Ellis - who, history has it, picked up the ball and ran during a game of soccer - the sport of rugby has since grown to become the second most popular team sport in the world.

The first standard set of rules were drawn up, once again at Rugby School, in 1846, while the longest-surviving club fixture (between Richmond and Blackheath) was first played in 1863.

It wasn't long before rugby became international, with Canada just pipping New Zealand, Australia and South Africa to the post by formulating its own set of rules in 1864. The Rugby Football Union was formed in 1871, the same year that saw the first international match, between Scotland and England.

There are now eight major rugby-playing nations, who together form the international board. They are England, Ireland, Scotland, Wales, France, New Zealand, Australia and South Africa. In recent years, these have been joined by a number of 'second division' countries including Fiji, Romania and Japan, making contemporary rugby a truly international sport.

1.3 The Object

The object of rugby is not, as the casual observer might imagine, to learn bawdy songs, inflict pain on the opposition or

to remove troublesome teeth without referring to your dentist. It is in fact to score more points than the opposition.

Points are scored by crossing the opposition's goal-line and successfully grounding the ball (a 'try', worth five points), kicking the ball between the posts following a try (a 'conversion', worth two points), kicking the ball between the posts from a 'dead-ball' situation (a 'penalty', worth three points) and kicking the ball between the posts from open play (a 'drop-kick', also worth three points).

The ball is passed from player to player or kicked forwards in order to gain more possession of ground. One major problem facing any newcomer to the game is that, while the play is expected to move forwards towards the opposition's goal-line at all times, the rules only allow it to be thrown backwards.

2. LOADING/INSTALLATION

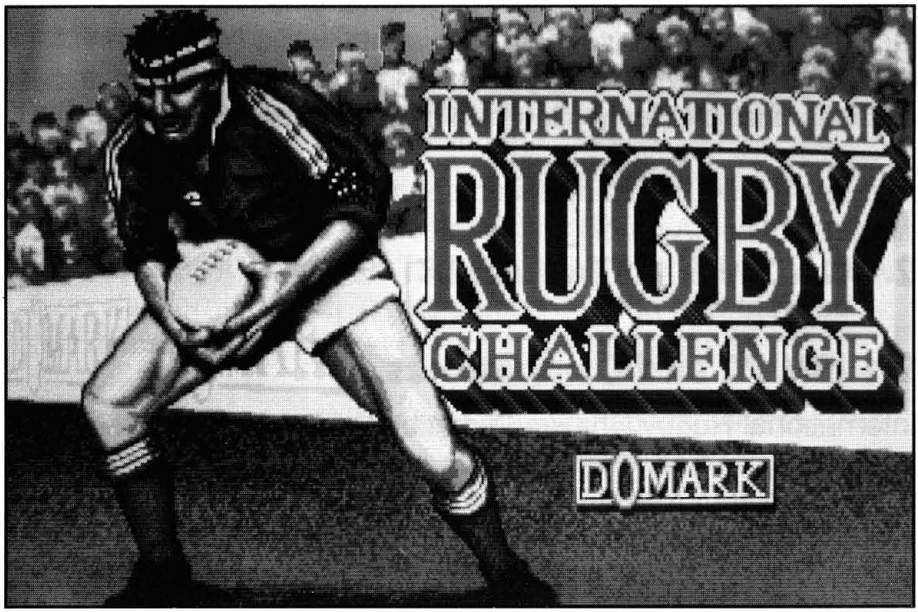
2.1 IBM PC and Compatibles

International Rugby Challenge can be loaded directly from the original floppy disk, although it is preferable to install the program to your machine's hard drive before playing. If you are running the game from floppy disc, ensure you make a back up of your original disc before you begin playing – the game will save played matches to disc. Ensure the disc is write enabled. To install the game, log onto the drive you wish to install the program in, ie, c: and type 'a:install' if your program disk 1 is in drive a or 'b:install' if your program disk 1 is in drive b. The program's installation procedure will now configure the game for

your machine.

International Rugby Challenge supports both the EGA and VGA graphics standards (the program will automatically adjust the graphics to suit your PC's hardware), and the AdLib and Roland sound cards as well as the PC speaker - you will be prompted to choose between the various sound configurations during installation.

Control of the game can be carried out via mouse, joystick or keyboard. Ensure these are plugged in before running the program.



2.2 Commodore Amiga and Atari ST

Switch off your computer and wait for at least 30 seconds. Insert the International Rugby Challenge disk 1 and switch the computer on - the game will now load automatically.

Control of the game can be carried out via mouse, joystick or keyboard.

Keys

DEVICE	FIRE	ALTFIRE	LEFT	RIGHT	UP	DOWN
Mouse	Left button	Right button	Mouse movement			
Joystick	Joy Fire	NONE	Joystick movement			
Keyboard (Number Pad)	INS	DEL/Enter	4	6	8	2
Keyboard	Space	Shift	A	D	W	X

When controlling a team

1. In Possession of Ball

   Click FIRE quickly to perform autopass
   Click FIRE and hold to control pass or kick
   (Kick mover pointer forwards for direction and strength, release to kick)
   (PASS move sight back to indicate where to pass, release to Pass)
   Move LEFT, RIGHT, UP, DOWN to move player.
   (Do not press fire)

2. Not in Possession of the Ball

   Click FIRE and release quickly to tackle
   Click FIRE and hold to retain possession (also can use ALTFIRE if available)

   Move LEFT, RIGHT, UP, DOWN to move player

During play game menu can be accessed by pressing ESC on keyboard

3. QUICK START

Although it's best to read this manual carefully before taking part in one of International Rugby Challenge's many competition games, those of you who like to jump straight into the action can do so by choosing the 'Quick Start' facility from the main options screen (the rugby player icon situated at top centre). This places either one or two players directly into an international friendly.

3.1 Choosing a Team

Before double clicking on the 'Quick Start' icon, move to the two 'Team Crest' icons in the bottom corners of the main options screen. The crest on the left represents the home player (or player one in two player mode), while the crest on the right represents the away team (either the computer or the second

human player). When the right hand crest is shaded this indicates that the program is in one player mode. Click on the options icon showing a Rugby ball over a question mark to change to two player.

Clicking repeatedly on these icons cycles through the 16 different teams included in International Rugby Challenge - choose the two that you would like to compete in your 'Quick Start' game, then simply click on the rugby player icon at the top centre of the screen.

3.2 Taking Control (Quick Start Mode)

The Quick Start Mode (selected by clicking upon the icon above the TV screen) provides a friendly match pitching the teams designated by the two crests against each other. In two player mode this allows for an immediate head to head game. In one player mode the game will be played against the team of your choice.

4. IN-GAME CONTROLS

4.1 Controlling Play

Whether your side is attacking or defending, the player under your direct control is denoted by the arrow icon which appears above or below him. To move this player in any direction, simply push the chosen controller in the preferred direction (note, the speed at which the player moves depends entirely on whether he's a fleet-footed back, or one of the heavier forwards).

The computer will always automatically allow you to take control of the player nearest to the action. The possession indicator - a 'P' by your teams crest flashes when your player is actually in control of the ball.

4.2 Passing

To pass to another player, simply tap Fire once and your player automatically plays the ball to his nearest team-mate. Alternatively, to pass to a specific player, hold your finger on the fire button and drag the cursor backwards and towards the player to which you wish to pass and release the fire button.

4.3 Kicking

To kick a ball forwards while in play, hold Fire while pushing the stick in the direction in which you wish the ball to travel. As long as you continue to hold Fire, a blue line will grow in front of your player, pointing in the ball's intended direction. The longer this line grows, the further the ball will travel when Fire is released.

4.4 Tackling

When the ball is in your opponent's possession, the comp will continue to place you in control of your player who's nearest to the action. If you wish to maintain control of your current player keep your fire button depressed. To tackle the opposing ball carrier, simply point your player in his general direction and press Fire.

4.5 Rucks, Mauls and Scrums

When open play breaks down or the ball becomes free, both

teams will attempt to win it back, either when it's on the floor (this is known as a 'ruck') or when it's in motion (a 'maul'). If neither team manages to regain control of the ball, the referee will award a scrum.

Because of the situation of the two hookers in the scrum, it is very rare that any rugby team wins possession of the ball 'against the head' (that is, when the opposing team has the 'put-in'). However, this does not mean that possession is automatically won on your own 'put-in'.

When a scrum is awarded in your favour, and the players have taken their positions, a meter appears on screen - this 'Ball Direction Meter' (BDM) continues to appear throughout the game for scrums, line-outs and place kicks.

BALL DIRECTION METER

FIG.A

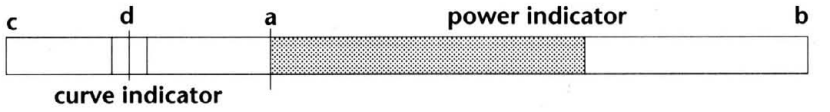


FIG.B

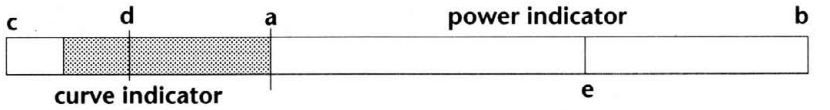
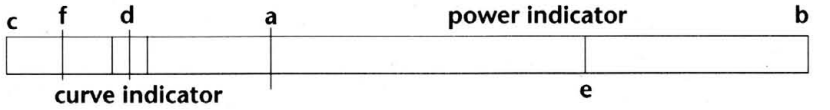


FIG.C



When the BDM appears, the power meter will move to the right (from position 'a') towards the full power marker. Press Fire when the bar reaches maximum (position 'b') and another bar will immediately spring from point a moving leftwards into the 'curve indicator' (towards position 'c'). A second press of Fire stops this bar and determines the ball's path into the scrum.

Stopping the two power meters at as close to full power as possible and within the brackets (position 'd') will ensure that you retain possession of the ball.

Tap the fire button as quickly as possible to gain or retain possession and push the scrum forward towards the opposition's goal line. Pulling back on the joystick or keyboard equivalent or pressing mouse button 2 at this point releases the ball into the scrum half's hands and returns the game to open play.

If the player in possession of the ball fails to play it back to his back line quickly enough (the exact length of time allowed in this situation is decided at the referee's discretion), a penalty is awarded to the opposition.

4.6 Line-outs

When the ball crosses either sideline to leave the field of play, a 'line-out' is awarded against the team whose player last touched it. The length of the line-out can be varied, but is initially set at four players apiece.

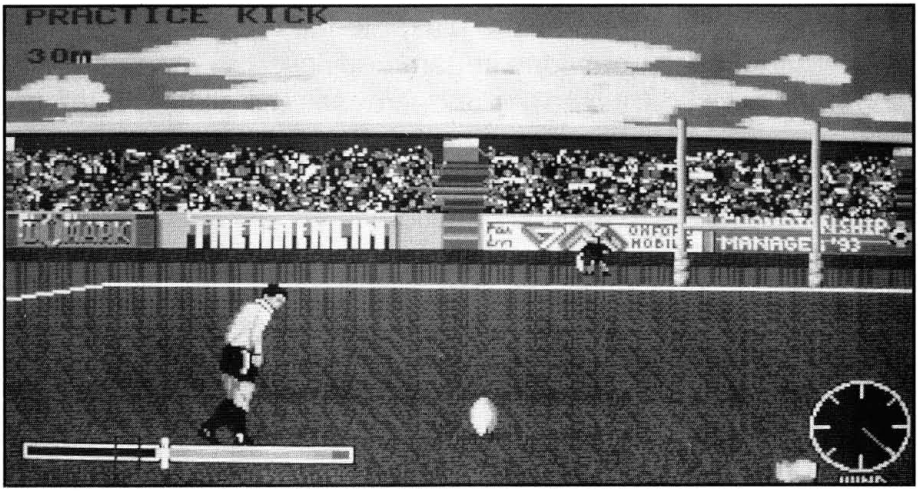
Once again, the BDM is used to determine which side wins possession from the line-out.

The BDM works in a similar fashion to that employed for the Scrum. However, in this case, the power meter (to the right) determines which player in the line-out the ball is aimed at: for example, minimum power will send the ball to the player at the front of the line-out, while maximum will send the ball the full length towards the player at the rear.

To retain possession, the curve indicator must be stopped between the two marker lines on either side of point 'd' (the better the opposition, the closer these two lines will be). Once again, when possession has been gained, the ball should be passed back to the scrum half for open play to resume (although the forwards can choose to carry the ball themselves if you so desire).

4.7 Place-kicking

When a penalty is awarded or a try scored, the player has a chance to attempt to kick the ball between the posts - either to gain an extra three points (in the case of a penalty) or to 'convert' the try score of five points to seven.



To successfully execute a place kick, the BDM is once again employed.

The kick's power and height is determined in the usual way, by stopping the power bar before it reaches point 'b' (the further the posts, the more power should be employed).

Point 'd' indicates the correct position to stop the curve indicator to send the ball between the posts - once again, the proximity of the two markers on either side of this point is determined by the kicker's distance from the posts and his relative skill.

Wind qualities are indicated by a dial which shows the direction and a flag icon which will flap at a rate proportional to the wind strength. Take the wind into account when you select the strength and direction of your kicks.

4.8 In-game Options

At any point during open play, pressing 'Esc' calls up a menu of options. These are:

Continue:	returns the player to the action.
Help:	provides in-game advice.
Line-out size:	increases or decreases the allotted number of players in each line-out.
Video Replay:	allows the player to view the preceding 15 seconds of action, in either real-time, slow motion or fast forward modes.
Statistics:	provides an in-game description of the game's most important points, including a breakdown of the scoring and time of possession.
Sound:	switches the music and effects on and off.

End match: returns the player to the management menu.

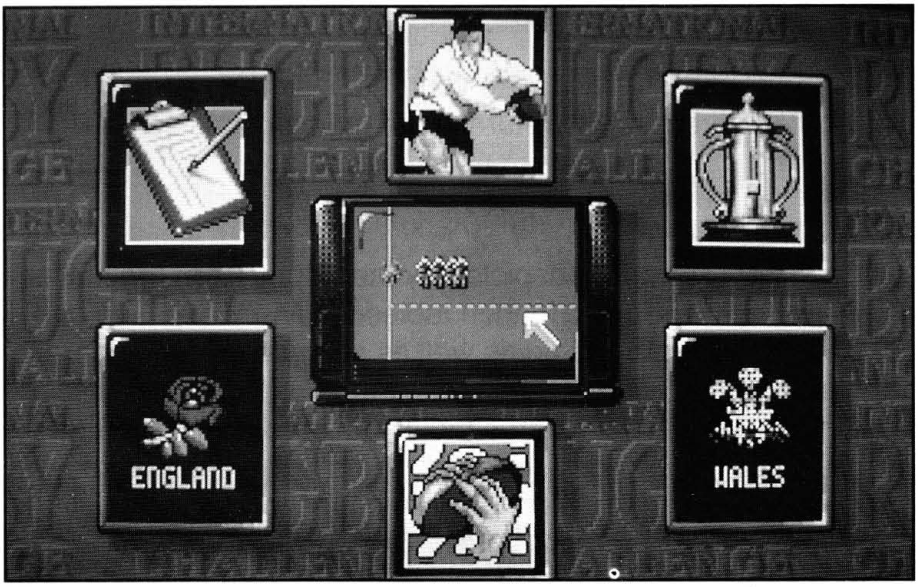
Practice kick: allows the player to practice his or her place kicking.

5. THE OPTIONS SCREEN

5.1 Play a Match

To play the next match in your chosen tournament or tour, click on the miniature screen in the centre of the options screen.

The selected game will be played using your previously determined game parameters (length of match and so on). Should you wish to alter any of these, you should first select the 'options' icon (the Rugby ball over a question mark) and make any necessary alterations.



5.2 Team Selection

Having chosen your team (by selecting the crest in either of the bottom corners - the left side for player 'a' and the right for player 'b'), you can make further changes by switching to the squad selection icon (the clipboard at top left).

In team selection mode, the entire squad of 25 players is listed and separated into the following groups: forwards, scrum half, backs, wingers and reserves.

Highlighting each individual player displays a full list of his characteristics, including favoured position, height, weight, list of injuries and so on. Having examined each player's details, selections can be changed by highlighting the player to be dropped/selected and clicking on the relevant button.

Pressing tab or clicking with the right mouse button on a players name within the left hand window allows the name to be changed. Quitting from the game will save any revised name.

When the squad is arranged to your taste, simply move to the exit icon and press fire to return to the main options screen.

5.3 View Fixtures

In 'View Fixtures' mode (depicted by the trophy icon) the player can view the fixtures and league tables for The World Cup and Five Nations Championship as well as all matches tabled for their team. By clicking on fixtures and then on a specific match from those listed in the fixtures table, statistics specific to that match will be displayed. Clicking on 'team' will display all the matches scheduled for team 1, clicking a second time will display matches for team 2. A tour of the British Isles,

Australasia or the Americas can be arranged by clicking on the tour button. Friendly matches will be played against all teams visited on the chosen tour.

League and group tables are also kept for both international competitions, and can be viewed between games from within this feature.

5.4 General Options

Many of the game's parameters can be altered to the player's taste by clicking on this icon to reveal the following menu:

Continue:	returns to the main menu.
Players:	toggles between one and two-player modes.
Sound:	switches the music and effects on and off.
Load/Save:	allows the player to save the current tour or tournament to disk.
Match length:	allows the game's length to be set between 10 and 80 minutes.
Wind	select the wind strength yourself or allow the computer to select it from match to match.
Devices:	toggles between mouse, joystick and keyboard control for each player.
Quit:	exits International Rugby Challenge.

6. FIXTURES AND TOURNAMENTS

6.1 The World Cup

Contested every four years between the top 16 rugby-playing nations in the world (the next contest is scheduled for 1995),

the Rugby World Cup is the third biggest international sporting event, after the Olympic Games and the World Cup soccer championship.

In October 1991, Australia won the World Cup by beating England in the final at Twickenham. The previous contest had seen New Zealand's 'all-blacks' as both hosts and victors.

International Rugby Challenge allows you to take part in this epic contest, taking control of any one of the 16 participating nations.

6.2 The Five Nations Championship

Contested each Winter between the five 'home' nations (England, Scotland, Wales, France and Ireland), the Five Nations Championship is regarded as international rugby's second most important contest after the World Cup.

The championship sees each of the five nations play each other once (with the home venue for each fixture alternating from year to year), with two points awarded for a win and one for a draw.

The ultimate honour available in this tournament is to achieve a 'grand slam' (by beating all of the other teams), while there are also a number of lesser competitions fought out each year. The best team other than France is awarded the 'Home Championship', while England and Scotland battle it out for the Calcutta Cup.

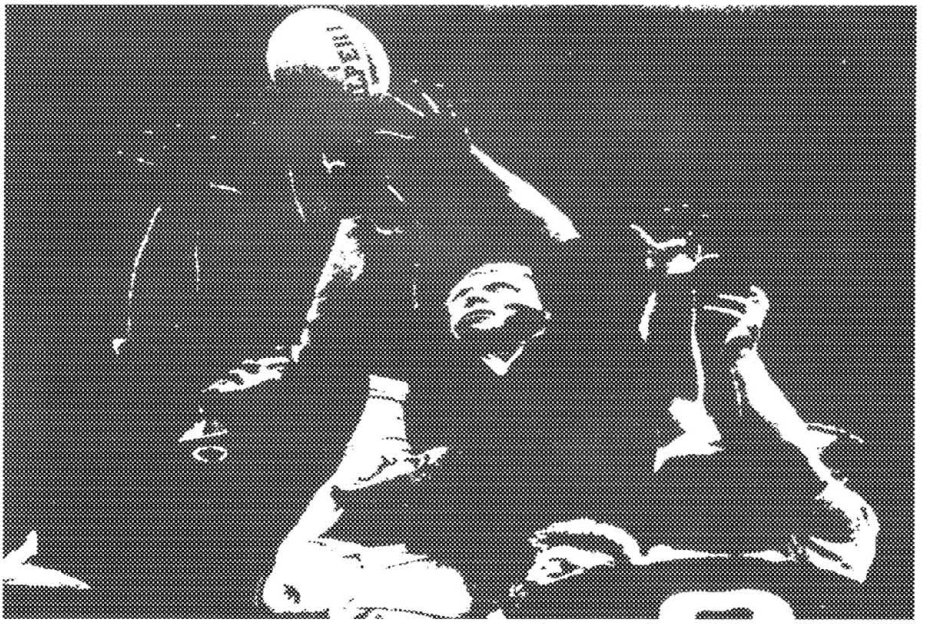
England have the most impressive record in the Five Nations tournament in recent years, having achieved the grand slam for

the last two years running.

6.3 Tours and Friendlies

As well as offering you the glamour and excitement of the two major tournaments, International Rugby Challenge also allows you to take part in on-off 'friendly' games and major tours.

Depending on your chosen team, the Tour option allows you to visit either the British Isles, Europe, Australasia or the Americas.



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